

----- ST REPORT INTERNATIONAL ONLINE MAGAZINE -----

"The Original 16/32bit Online Magazine"
from
STR Publishing

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32205 ~ 6672

R.F. Mariano
Publisher - Editor

Voice: 904-783-3319 10 AM - 4 PM EST

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> 08/07/92 STR 832 "The Original * Independent * Online Magazine!"

- The Editor's Desk - CPU Report - PORTFOLIO NEWS
- STR MAILCALL - NEW MAC LC II - \$300 FLOPTICAL
- ONLINE WEEKLY! - CT ATARIFEST'92 - STIPPLE NEWS
- AA UPDATES - LEGAL RIGHTS V - STR Confidential

- * FULL FALCON SPECS! *-

- * DALTON TO SELL ATARI WARES! *-

- * ATTEND SEYBOLD FREE! *-

ST REPORT INTERNATIONAL ONLINE MAGAZINE

The Original * Independent * Online Magazine

- * FEATURING WEEKLY *-

"Accurate UP-TO-DATE News and Information"

Current Events, Original Articles, Tips, Rumors, and Information
Hardware - Software - Corporate - R & D - Imports

STReport's BBS, The Bounty, invites BBS systems, worldwide, to participate in the Fido/TurboNet/Atari F-Net Mail Network. You may also call our BBS direct at 904-786-4176, and enjoy the excitement of exchanging information relative to the Atari and other computers worldwide through the use of

excellent International Messaging Networks. SysOps, worldwide, are quite welcome to join the STReport International Conferences. The Crossnet Code is #34813, and the "Lead Node" is # 350. All BBS systems are welcome and invited to actively participate. Support Atari Computers; Join Today!

=====

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=====

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WHAT'S NEW IN THE ATARI FORUMS (August 07)

VENDOR LISTING UPDATE BEING PREPARED...

We're preparing an update to the VENDOR.DAT file that works with the VENDOR.ACC utility. (This is a quick and easy database of current vendors in the Atari community that runs as a .PRG or .ACC and written by Bill Aycock.)

If you have any additions or corrections to our current information, please post a message or send an Email to Ron Luks 76703,254 or Bill Aycock 76703,406 as soon as possible.

INVISION ELITE

INVISION Elite is a black and white paint program. It has been in intensive development over the past year and a half and is now being introduced to the market from Power Thought Software. Download the following files from LIBRARY 10 of the Atari Arts Forum (GO ATARIARTS):

INVIPR.TXT - Announcement of INVISION ELITE, mono paint program
INVDM2.ARC - Demo of mono paint program, part 2 of 2
INVDM1.ARC - Demo of mono paint program, part 1 of 2
NEW IN ATARI VENDORS FORUM (GO ATARIVEN)

Now available in LIBRARY 17 -- the newest Calamus SL demo. A big download, but worth it.

Also look in Library 11 for PG22B.LZH, a patch for version 2.1 of PageStream updating it to version 2.2B. Brought to you by the folks at Soft-Logik.

The folks from CODEHEAD TECHNOLOGIES have uploaded a series of files that

will enable you to print out font charts of all the available URW fonts available for Calligrapher. The files are now available for most all printers in LIBRARY 16.

THE ATARI PORTFOLIO FORUM ON COMPUSEVERE
HAS BEEN DESIGNATED AN
OFFICIAL SUPPORT SITE BY ATARI CORPORATION

"GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

> From the Editor's Desk "Saying it like it is!"

What's there to say? The turmoil is now incidental and calming way down. The summer seems to be getting hotter. I know, forget the weather reports, tell us about what's happening. Hmmmm, not much at all except the Falcon situation, elsewhere in this issue we have some very interesting overviews of the machine and its power. Also, estimates are found in the "mailcall" which are relative to when we may see it and its 'brothers'.

There is some disharmony in the FNET these days, it seems the Atari Online Conference is experiencing some operating difficulties. Long time participating nodes are disappearing. Its moderator is busy trying to silence those who offer criticisms relative to Atari, its performance or lack thereof. When will people learn its a disaster to attempt to 'silence' critics? Anytime, in recorded history, that such attempts were made, the critics became ten times more vocal and highly visible. Cutting nodes out of the network is not the answer by any means. It only engenders further friction of unpredictable quantities.

GEnie, Compuserve and Delphi offer the most coverage and information access for Atari enthusiasts. I'm sure most of you agree with this statement. Then it only stands to reason Atari's key communicators belong involved in these telecommunicating environments. Why is it the Director of Communications seems to be spending almost twice the time in the FNET than with the all the majors combined? Something is wrong with this picture, very wrong. I, like most other concerned Atarians must begin to ask that an end be brought to all games and flames. Its time the energies of all the key individuals in this arena were spent in informing, supporting and building for the future.

Ralph @ STReport International Online Magazine

THE STORM IS BREWING!

STReport's Staff

DEDICATED TO SERVING YOU!

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Please, submit letters to the editor, articles, reviews, etc...
via E-Mail to:

Compuserve..... 70007,4454
Delphi..... RMARIANO
BIX..... RMARIANO
FIDONET..... 112/35
FNET..... NODE 350
NEST..... 90:19/350.0
GENie..... ST-REPORT

> CPU STATUS REPORT

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LATE BREAKING INDUSTRY-WIDE NEWS

Issue #32

Compiled by: Lloyd E. Pulley, Sr.

-- New 3M Disk Holds Fourteen Times More Data

3M Co. says it is ready to market a new "floptical" data-storage device it says can hold up to 14 times more data than floppy disks. Housed in a 3.5-inch square hard plastic case like a floppy, the device combines some of the technology found in compact discs.

The new diskettes can be used only in a special disk drive that will be available starting next month. 3M says the drive will be sold as an attachment to PCs, costing about \$300, and later as a built-in option on some computers. The diskettes will have a list price of about \$31 each, compared to \$3 or less for today's diskettes. But 3M claims they are cheaper per unit of data stored than today's diskettes.

(The name "floptical" arises because the disks combine the technology of floppy diskettes and optically based CDs.)

-- Apple Claims Four Million System 7 Users

Apple Computer Inc says its research indicated that System 7, introduced in May 1991, is being used by 50% of Mac owners, meaning that over four million Macintosh customers are using its System 7 operating software.

-- Motorola's 25mhz '030 Used in New PowerBook 145

Motorola's High Performance Microprocessor Division announced this week that its 25-MHz 68030 provides the processing power for Apple Computer, Inc.'s new PowerBook 145, boosting the performance level of the midrange offering in Apple's popular PowerBook line of notebook-sized computers.

The new PowerBook 145 will replace the 16-MHz 68030-based PowerBook 140. The PowerBook 145 incorporates all of the original features of its predecessor while running 35% faster, a result of the higher clock speed of the 68030. In addition to the clock speeds being increased, the price has been lowered, boosting price/performance ratios. The PowerBook 145 is priced from \$2,399.

-- AT&T Develops OP Disk Technology

A new technique that eventually could increase the storage capacity of magneto-optical disks by 100 fold has been demonstrated by AT&T Bell Labs researchers.

Though Bell Labs spokesman Guss Glover noted it is all experimental right now and will take years to develop, The new technology could allow a computer user to store the equivalent of two copies of 'War and Peace' on an area of the disk the size of a pinhead.

Today's magneto-optical disk drives use a laser light focused with a lens, while the Bell Labs technique "involves concentrating the laser through a probe made from an aluminum-coated optical fiber, which is tapered to a tiny point."

-- Fujitsu to Post 10 Billion Yen Loss

Fujitsu Ltd. expects to post a consolidated net loss for the first half of its fiscal year. The loss will be the company's first since it was listed in 1949.

The Japanese computer giant said it should have a net loss of 10 billion yen, down from earlier estimates of 20 billion yen. A year earlier Fujitsu posted net earnings of 10.3 billion yen.

-- Digital Largest Mail-Order Seller

Digital Equipment Corp., the world's second largest computer company, has been dubbed the computer industry's largest mail-order seller by Direct Marketing Magazine. Digital moved up to No. 16 in 1991 from 32 in 1990 in the annual "Mail Order Top 250."

Dell Computer Corp., which was the top computer mail order seller in 1990, dropped to 94 in the overall list in 1991. IBM Corp. moved to the 21st spot from 43rd last year, becoming the industry's second-largest mail order vendor with \$900 million in mail-order revenues.

> ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

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On CompuServe

compiled by Joe Mirando

From the Atari Productivity forum.

Ethan Mings encounters a problem that has become all too common in the ST community:

"I am scared to ask the question. Could tell me what happened to LDW Power? I tried to call them regarding my spread sheet software and found the phone number,'no longer in service'. In the last three months, I found the majority of people responsible for the software I use have vanished. (For example, the upgrade for Superbase never

happened. I sent the disk and the money. In return, nothing. Dbase V from Versa Soft was, in short, a disaster. The software was sent out with some interesting bugs in the report writer. You could not print the complete memo fields to paper or disk.) Any information on the status of LDW Power would be appreciated. I need to know whether to keep the software or dump it now. I look forward to your answer as soon as possible."

Steve Gold answers Ethan's question and adds his own experiences:

"You can contact the new owners of SuperBase in the AtariVen forum the name of the company is Oxxi and their online rep is Pat Cummings. As for VersaSoft I agree their handling of DBMAN version 5.3 has been awful. I have called them several times about the update they promised and have been told it was on the way. I am going to try one more time, before I send a letter demanding my money back from the upgrade."

Elsewhere, Rob Rasmussen asks about corrupted files:

"I know that the more I write and overwrite to a disk, the more fragmented it will get, and the slower the access time will be since the sectors are no longer continuous. How can a file actually get damaged though? Could a file get confused with a previous file that was overwritten, and if so "rescue" it? I have a prg called UNDELETE which supposedly (never used it) saves files still on a disk that the OS thinks I erased. Two different ways of repairing, I guess."

Carl Barron tells Rob:

"It is possible through 'bombs' and resets to destroy a files fat list, create cross-linked files, etc. I know I have done it. HD Sentry finds these shorten,botched files and creates a folder of files of frgments so that the entire fat table is repaired without loosing any data at that point. It will also reorganize partitions if desired. A 'glitch' can do it even to floppy disks."

Albert Dayes of Atari Advantage Magazine adds:

"Changes in the power to your computer ... brownout and surges can do things. BEST (the company that makes uninterruptible power supplies) has a very detailed report that they can send you on how bad power problems can really mess up your data. Also files can get cross-linked ... that is two files are allocated for the same space ... not fun. Many of these problems go unnoticed for a long period of time until really strange things start happening on your hard disk."

John Barnes adds his experiences:

"BEST has been doing a fine job of bringing their units within reach of the consumer. I am seriously looking at one of their Fortress models for my systems. I'm going to try hooking up the system at the lab and see what it draws (the Fortress unit has a handy pushbutton readout for the current load).

The electricity where I work is really junky and it is nice to watch the UPS-protected stuff ride right through sags that last a couple of seconds.

On the matter of cross-linked files: I have arrived at the point where I use Cleanup right away after a software crash. One program in particular that seems to cause directory problems under this condition is dBMAN."

As we all know, knowledge is just as important as hardware.

Albert Dayes tells us:

"Best had done the best job of just educating the consumer about the problems with general power. An AT&T study found 83% of all power problems to be brownouts (sags in the power below the normal 110 or 120 volts). I was just viewing their demo on the PC and it really had quite a bit on information I would have never even considered.

Their literature is first rate too ... also if you call them up their reps always are willing to explain every detail about how power works in general and how their UPS systems work. I see BEST will also come out and runs tests on your power for a month or so to see what you need as well. Very professional company."

What has quickly become known as "THE FORBES ARTICLE" is still a big topic of conversation. The article, titled "Cheap Didn't Sell", basically said that although Atari makes some of the best hardware in the business, they don't advertise it enough to do any good. Last week, conversation centered on why Atari merchandise such as the Lynx was less prominent on dealers' shelves. The conversation continues as Greg Wageman says:

"I think a lot of it is "availability". Here in Fremont, I can walk into any of about a dozen (at least) computer stores, and buy software for PC's and Macs. There is one vendor in Fremont that sells Atari software, and they are a surplus/liquidator/discount outlet.

To find a real Atari vendor, I have to drive either to Berkeley, San Jose or Santa Clara. Considering that Fremont is a city with a population of over 150,000 this doesn't speak well of Atari (whose corporate headquarters are closer to me than their nearest dealer!).

The rest of the computing world wants to treat computers as just another appliance. Atari computers do not conform to this mold, since Atari dealers are so few and far-between. Unfortunately, Atari's cutbacks do not bode well for improving this situation."

The ever-popular Charles F. Johnson of CodeHead Technologies sums up a feeling that a lot of people have:

"Well, I can't say I really 'liked' the Forbes article. So Forbes is doing a followup to this one?"

Sysop Ron Luks replies:

"I hear that a followup is under consideration as we speak."

Along the same lines, an article in "Computer Shopper" is generating some interest as Albert Dayes of Atari Advantage tells us:

"I noticed in Computer Shopper magazine (August 1992) they have a nice article on the future of GEM by STan Veit "What ever happened to ... the Mac killer: DRI's GEM"

Ron Luks adds:

"Stan Veit is running a series of "What ever happened to...." articles for CompuTer Shopper. If you liked the one on GEM (I didn't read it yet), you'll probably like next months article "What ever happened to Power without the Price...." Yes, its about the Atari marketplace."

From the Atari Arts forum.

Sysop Ron Luks tells us:

"Folks:

We need some new GIF images. In conjunction with the Graphics Forums, the AtariArts Forum is participating in the GO GRAPHICS compendium on a quarterly basis. This compendium catalogues the best GIF images from a multitude of CompuServe Forums and is mailed to thousands of subscribers each quarter.

While we have many, many great graphic images in this forum, we are a little short of GIF-format images. There are utilities that convert Atari format files to GIF format available in library 14 and to entice you to upload GIF format images, the staff of the Atariarts Forum will be offering gifts of free access to Atariarts/Ataripro Forums to the uploaders of the best images. Details to follow in the days ahead.

Any GIF images uploaded starting now, thru Labor day 1992 will be eligible for the first round of free access gifts, so don't wait to start uploading.

Ron Luks
Manager
Atari Forums on CompuServe"

Pattie Rayl of AIM Magazine asks:

"Does this have to be original artwork, or could I cheat and upload a gif version of a scanned pic or something? (Naturally, I'd be sure about copyrights!)"

Ron replies:

"It doesn't have to be original artwork as long as its a 'legal' file."

Lee Seiler of Lexicore Software tells Ron:

"I will have ringo upload Gif files, How many do you need and what sort of subject matter? we have lots of 24Bit stuff we can convert to gif. I trust you want 256-16MK type files?"

Lee

BTW it will all be original art from my pen!"

Ron replies:

"That's great, Lee. We are participating with the GRAPHICS forums in a regular quarterly cataloging project. They've been publishing a catalogue of GIF images from 14 forums as a big, thick hardcopy book, available on a single issue or regular subscription basis. The catalogue displays the actual image, a description, and information on the forum that features the image. I'd like to give your stuff plenty of exposure and I think this is a great way to do this.

The only requirement that the printer is going to place on future items is that the GIF image be available in 320x200 or 640x480 resolutions. Number of colors is not a concern but the aspect ratio is.

I'm happy that the AtariArts forum was selected to be in this cataloguing project, and while its too late to get new images into the catalog being prepared this week, I'd like to have a bunch of new goodies for the 4th Qtr (Christmas) catalog.

I appreciate your support."

From the Atari Vendors forum.

Boris Molodyi asks Nathan Potechin of ISD Marketing:

"I've seen in your mailout that you have a sale on Vector Art library. Could you please tell what clips are in there. Right now I'm interested in a vector clip of the globe, but if there is something else interesting, I might take it anyway."

Nathan replies:

"Thanks for asking. This is an old GEM Metafile library from Europe. This is reflected in many of the clip art it contains. There are dozens of categories and approximately 800 different pictures. Personally I would use maybe 200 of them but I long since learned never to comment on art because something I consider junk, someone else probably considers the work of Michelangelo and vice versa. :-) For \$30.00 you can't go far wrong."

Well, that's about all we have time for this week folks, but before I finish I'd like to shamelessly plug the Connecticut Atari Fest which is to take place on the weekend of August 15/16 at the Sheraton Hotel at Bradley International Airport in Windsor Locks, Connecticut. The show is sure to be a hit with many of the biggest names in the Atari Arena scheduled to be in attendance. Be sure to stop by the C.C.C.C. user's group booth to say "hi" to me.

Okay, okay, end of plug <smile>. Tune in again next week to find out what they are saying when "PEOPLE ARE TALKING".

> STR Portfolio News & Information

Keeping up to date...

THE ATARI PORTFOLIO FORUM

On CompuServe!

by Judith Hamner 72257,271

The sands are running down as the date for AtariFest '92 approaches. August 15 & 16 are the big dates. Some new files with more show details are: CTPOR.TXT which describes a promotion and contest; CTUSER.TXT which describes discounts available to members of participating user groups; and CTUPGR.TXT describing demos of upgrades for 8 bit and 16 bit Ataris.

Peter Bennett has uploaded another of his PowerBasic games. PATTRN.ZIP uses a grid with blocks of different patterns. The goal is to get the patterns into rows. Pbrun.com is required and is also available for

download. HIDE.COM allows you to conceal a file from the command line. It can be reversed by repeating the same command.

BSE is now represented online to answer all of your questions about their Flashdrive. Dan Shearer 75460,3367 is our new representative. Flashdrive is a portable hard drive which uses the parallel port of your Port or IBM compatible computer. FLASHA.ZIP contains the latest release of the drive software for the Port. FLASH.ZIP contains descriptions ordering information.

Those who are familiar with UNIX know the wc word count command. Now it is available for the Portfolio. WC.DOC contains information. WC.COM contains the program which will count the words in a document.

> STIPPLE! STR InfoFile HOT STUFF FOR IMAGE PROCESSING & TRANSLATING

STIPPLE*
THE ATARI ST/STE/TT IMAGE FILE VIEWER
FROM
ZOCRA TECHNOLOGIES

* "noun: dotted painting, giving gradation of shade."

PROGRAM OVERVIEW

STipple is a program for viewing, translating and saving graphic images on the Atari ST, STE and TT series computers. STipple supports a wide variety of graphic image file formats ranging from computer dependant formats such as NEO, Degas and MacPaint to hardware independent formats such as GIF and CP8.

STipple allows your ST to show graphics created on a PC, an Amiga, or whatever, even if the original image has more colors or pixels than the ST can display. Likewise STipple will load and display any ST graphic in any resolution. It also allows you to convert your Atari ST images into GIF and MacPaint formats for exchange with other systems.

STipple has a rich translation feature which will translate between a number of graphic file formats without first converting them to an ST resolution. This file-to-file translation allows conversion without a loss of image quality. Conversions include GIF, Spectrum 512, and AIM.

STipple is GEM-based and operates in all three ST resolutions, and five of the six TT resolutions. When an image is loaded it can be scaled and then rendered with a variety of painting and dithering options. Images can be scaled prior to dithering for maximum picture quality. Once loaded and rendered, images are displayed in scrollable windows.

The on-screen images (rasters) can be clipped and scaled and their

colors can be edited. The resulting image can be saved in a variety of Atari and non-Atari formats.

HOT FEATURES

- Easy to Use!
Simply select "Load Image" and select the file.
- Color Dither!
Images can be rendered in color either by painting or dithering. The color dither is slower but produces fantastic images in 16 color mode.
- Two Gray Dithers!
Images can be rendered in grayscale using two dithering routines.
- Edge Enhancement!
Blurry images can be "sharpened" prior to any gray dither by selecting "edge enhancement".
- Arbitrary Scaling!
Images can be scaled by arbitrary percentages, from 5% to 500%. Individual horizontal and vertical scaling provided.
- Pre Dither Scaling!
Scale image before dithering for maximum image quality.
- Color Editor!
Edit image colors with a moveable menu!
- Full Screen Mode!
Simply press "Escape" and the image fills the screen. Use keypad to scroll.
- Full Screen File Save Preview!
Full screen mode shows clipping when saving NEO or Degas screens.
- Resolution/Size Converter!
A monochrome image can be converted to a 4 or 16 color image reduced in size. Likewise a 4 color image can be reduced to a smaller 16 color image.
- STE Support!
Fully supports STE's 4096 color palette.
- TT Support!
Supports TT Medium and TT High. (TT Low not supported yet.)
Additional image save options for larger screens. (.PI5 & .PI7)
- Overscan and large screen monitor support!.
Full Support for non-standard resolutions.
- Includes BONUS UTILITY PROGRAM FixMac!
Remove Mac Headers from Mac GIF files.
Place Mac Headers on headerless MacPaint files.

PROGRAM DETAILS

The following graphic file types can be viewed and translated:

NEO, Degas, Degas compressed, GIF, PCX, IFF, LBM, MacPaint, Mac Startup screen, CP8, FastLoad (.FL), AIM (.IM).

Images can be saved in the following formats:
NEO, GIF, MacPaint, Mac Startup screen, FastLoad.

Graphic files can be directly converted to the following file types:
GIF, CP8[3], Spectrum 512 (SPU), AIM, CP8[1].

STipple is written in C and assembler using Borland International's Turbo C and Turbo Assembler.

DEMONSTRATION

For a demonstration of some of the features found in STipple try ViewGIF 1.2, STipple's shareware predecessor. STipple is more powerful, faster and easier to use than ViewGIF.

----- Clip Here -----

ORDER FORM - STipple 1.0 - The Atari ST/STE/TT Image File Viewer

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Includes STipple, 28 page users manual and bonus FixMac program.

Remit To:

Zocra Technologies
4-319 MacKay St.
Ottawa, Ont.
K1M 2B7 CANADA

Payment: \$35 US check or money order _____

OR

\$40 CDN check or money order _____

+ 7% GST (2.80) _____

+ 8% PST if in Ontario. (3.20) _____

PLUS

\$2 US/CDN for shipping and handling. _____

(\$4 US if outside US/Canada) _____

TOTAL _____

(Use money order or certified check for faster turn around!)

Send To:

Name: _____

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----- Clip Here -----

IMPORTANT NOTICE!

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STReport International Online Magazine is available every week in the ST Advantage on DELPHI. STReport readers are invited to join DELPHI and become a part of the friendly community of Atari enthusiasts there.

SIGNING UP WITH DELPHI

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Using a personal computer and modem, members worldwide access DELPHI services via a local phone call

JOIN -- DELPHI

Via modem, dial up DELPHI at 1-800-695-4002
then...

When connected, press RETURN once or twice
and...

At Password: type STREPORT and press RETURN.

DELPHI's Basic Plan offers access for only \$6.00 per hour, for any baud rate. The \$5.95 monthly fee includes your first hour online.

If you spend more than 200 minutes online a month, you'll save money by enrolling in DELPHI's optional 20/20 Advantage Plan. You'll enjoy up to 20 hours online each month for the ridiculously low price of just \$20.00! And if you go over that 20 hours, the rate goes up to only \$1.20, still 1/5th the price of other services.

There is no signup fee for joining the Basic Plan. There is a fee of \$39 when you join the 20/20 Advantage Plan, a one-time \$19 signup fee and your first month's \$20 fee.

These connect rates apply for access via Tymnet or SprintNet (within the continental United States) during home time (7 p.m. to 7 a.m. weekdays and all day weekends) or via direct dial around the clock. Telecom surcharges apply for daytime or international access via Tymnet or SprintNet. See Using DELPHI online for detailed information on telecom surcharges.

For more information, call: DELPHI Member Services at 1-800-544-4005

DELPHI is a service of General Videotex Corporation of Cambridge, Mass.

: IMPORTANT ANNOUNCEMENT:

DELPHI INTRODUCES THE 10/4 PLAN.

Effective July 1, 1992, all Basic Plan members will be upgraded to the 10/4 Plan and receive 4 hours of usage each month for only \$10! For full details, type GO USING RATES. SprintNet home time to begin at 6:00 p.m.! Effective July 1, 1992, you may access DELPHI via SprintNet beginning at 6:00 p.m. local time without incurring a telecom surcharge. To find the SprintNet node nearest you, type GO USING ACCESS.

! We are proud to host Sam Tramiel, !
* President of Atari, *
! for a formal Conference here on !
* Thurs., August 13th @ 10 p.m. EDT. *
! Sam will be officially announcing !
* the new Falcon 030 to DELPHI, and *
! discussing it with us. !
* Don't miss it! *
!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!

DELPHI- It's getting better all the time!

> ATARI ADVANTAGE STR InfoFile ATARI ADVANTAGE -> ALIVE & WELL!

//////////////////////////////
/// A T A R I A D V A N T A G E M A G A Z I N E ///
/// Contents -- June/July 1992 ///
//////////////////////////////

FALCON'030 REVEALED! -- The next generation of home computer is
on the way and the Falcon'030 leads the pack with power and features.

FALCON'030 at a GLANCE:

- * Motorola 68030 Microprocessor running at 16MHz,
multi-tasking capable
- * Motorola 68881 or 68882 16MHz Floating point coprocessor
- * Motorola DSP 56001 Digital Signal Processor (DSP)
- * 1 to 16MB of memory and 512KB of ROM
- * 16 bit BLITTER Graphics coprocessor running at 16 MHz
- * Enhanced Broadcast TV quality Video
 - "True Color" 320x200 resolution, 32,768 colors or 640x480
resolution, 256 colors from a 264,144 color palette
 - VGA or Video 320 or 640 by 200 or 400 resolution, 2, 16, or
256 colors from a 262,144 color palette
 - Standard STe video modes with a 4096 color palette
 - RF modulator and VGA monitor connections
 - Overscan support
 - Genlock and multi-media capable
 - Graphics overlay and video tiling
 - Enhanced high speed 16MHz Blitter graphics co-processor
 - STe horizontal scrolling
- * "CD quality" stereo sound
 - Stereo 16 bit Analog to Digital inputs
 - Stereo 16 bit Digital to Analog outputs
 - Eight channel stereo DMA sound engine with 16 bit PCM digital
record/playback with up to 50KHz sample rates
 - Stereo 8 bit STe compatible PCM sound
 - ST compatible 3 channel PSG sound
 - Multiplexer to connect Codec, DSP and DMA sound engine

- Stereo microphone inputs and headphone outputs connected to a 16 bit stereo codec
- DSP digital audio connector, up to 1MHz data transfer rate
- Built-in monophonic speaker
- * 1.44MB floppy drive
- * Built-in IDE 2 1/2" hard drive interface (drive optional)
- * SCSI II peripheral interface (hard drive, tape drive, etc.)
- * Mega STe/TT compatible local area network (LAN) interface
- * Enhanced modem/RS232 port
- * ST and STe compatible joystick/controller ports
- * Built-in "processor direct" expansion connectors
- * On board real time clock and battery backed up RAM
- * MIDI input and output
- * Parallel printer port
- * Enhanced keyboard controller allows 300 DPI mice

CONSUMER ELECTRONICS SHOW -- Atari expects to have over 80 Lynx titles available and 2 million cats sold by the end of the year.

COLUMNS

- =====
- Editors Desk Just a few words from the humble staff.
- Rumor City What's new and what's not.
- MIDI Notes Discover the world of MIDI.
- EuroGames Reports from our European correspondent.
- Lynx Line Hints, tips, and reviews on those hot games.

FEATURES

- =====
- New & Improved New and improved products announced
- Briefs Late breaking news
- Events What's coming up?

REVIEWS

- =====
- Arabesque Professional.. Powerful bitmap/vector illustration tool.
- Multiplay Math exploration, discovery and practice.
- Blues and Jazz Blues, jazz and rock keyboard skills.
- MEGA Check ST/TT finance management.
- WARP 9 - v3.60 Software screen acceleration to the max.

.....

A closing note from Darren Meer:

There is one area of transition that I need to tell you about -- that being the world of magazines. This issue is not only historical in its content, it also marks the last issue of "Atari Advantage" Mike and I will be involved in. We have been asked to join the "Atari Explorer" staff and bring our style of coverage and production values. "Atari Advantage" will be left in the hands of a very capable and extremely energetic group of writers and users who will introduce themselves in next month's issue. We are really excited about the opportunity to join "Explorer", and feel confident that the Atari market will be well served by both magazines for a long time to come.

If any of you have any concerns as to how this affects your subscriptions, articles or advertisements, please don't hesitate to call or write us to express your feelings. We want you to get your money's worth and will do what ever we can to make sure your do.

And finally, we want to thank all of you who have waited so patiently for this issue to arrive. Between the Falcon coverage and negotiations with Atari, our schedule got completely thrown out of whack. Those things along with the intense Murphy field that has been hovering over our offices, combined to make this an especially memorable issue for us as well (he said with a big twisted smile).

. . .

RjR 8/92

And now... abut the NEW Owners:

Castle Publishing in Houston, Texas has purchased Atari Advantage magazine from Lamplight Publishing in Oregon. The new editor in chief, Neal Symms, promises that Atari Advantage will continue to provide timely and informative news and reviews and will keep its readers on the cutting edge of the Atari industry.

Neal brings with him a staff with over 20 years of journalism experience. They are quite enthusiastic about continuing to set a new standard for Atari magazines.

When asked what to expect from the new staff, Neal said, "We're striving to make Atari Advantage the voice of the worldwide Atari community. We'll be promoting the greater involvement of well known developers, user groups and sellers from across the globe. Our primary goal is to go that extra step so that our readers can stay well informed. I think the Falcon series speaks for itself." Neal also said that Atari Advantage is always glad to receive unsolicited articles from the Atari community.

The August/September issue will bring more exclusive coverage of Atari's Falcon '030. Other upcoming articles will include more hands-on previews of hot new Atari products, including the Gemulator from Branch Always Software.

All current subscriptions will be honored for their full term by Castle Publishing. The June/July issue (from Lamplight Publishing) was mailed on July 24th from Oregon. Monthly publishing will resume after the August/September issue.

Editor Note:

Neal Symms, of Capitol Publishing, has informed us they are already preparing the next issue of Atari Advantage. Atari Advantage is indeed a fine publication that warrants your attention. They avoid the games and flames while sticking to the real interest getting stories.

Capitol Publishing
P.O. Box 610121
Houston, TX 77208 0121

1-713-526-6436

> FALCON! STR FOCUS! The new '030 system to be introduced by Atari!
=====

THE FALCON - SOARING WITH EAGLES
=====

One Man's Opinion

by Lloyd E. Pulley, Sr.
Senior Editor of ST Report

I think by now, most of STReport's readers have heard about the new '030 system about to be introduced by Atari - the Falcon. It has been cussed and discussed on most online services, BBSs, ST Magazines (this month's Atari Advantage has a great article about it) and in STReport. Since Atari hasn't officially announced the Falcon yet, all we have to go on is rumors - but I'm guessing the latest rumors are going to be pretty close to the release version (Atari Advantage had a Falcon in-house to play with).

This article isn't to discuss specific features of the Falcon - there's already enough articles that have done that - but to give you one man's personal feelings and thoughts about the Falcon.

What do I think about the Falcon? I think one word will describe how I feel...WOW!!! For the first time in years, Atari has come up with a new system that not only impresses me, but one that I plan on buying!! (The TT impressed me but was too expensive for my pocketbook.) And this is from a person who just a few short months ago swore he would never buy another Atari product.

Not only am I impressed, but I think the dealers will be also. My local dealer who dropped the Atari line several months ago - and swore he'd never have another Atari product in his store - called me the other night asking about the Falcon. The Falcon is impressing him enough that he's thinking about bringing in 6-12 units - plus some ST hardware and software.

IMO, if Atari handles the Falcon marketing and promotion correctly, the Falcon could be the system that resurrects Atari in the US, Canada, and European markets! In its price range (approx. \$800-\$1,000 without monitor), there's nothing else on the market that can touch it.

I feel that the Falcon is a cheap upgrade for most current ST owners who have been thinking of upgrading their systems to TOS 2.06, a T25 and/or a 1.44 drive (all of which I've debated adding to my system). Assuming the Falcon is priced in the \$800-\$1000 range - with is the latest rumor - you can buy a Falcon for very little more than what these 3 upgrades would cost you.

A TOS 2.06, 1.44 meg drive setup, and a T25 will cost you somewhere around \$600. Now let's say you can get \$200-\$300 for your old system. When you add the two together, you have about the price of the Falcon. You will have all of the features that you were going buy PLUS many new ones (more rez's, math co-processor socket, nice add-on slot, internal IDE hard drive and more)...plus a brand new system, not an upgraded old one!!

The only thing that might cost you a little extra is a decent VGA monitor and cable (I've been told that just about any good VGA monitor will work with the Falcon). You should be able to pick up a good VGA monitor and cable for around \$300.

So for about \$300 more than upgrading your current system, you'll have all of the Falcon's additional features AND a system that is faster than one upgraded to a T25 (according to Jim Allen). No, it won't be as fast as Jim's or Dave's '030 board upgrades, but it'll be quite a bit cheaper (when you figure in all of the extra stuff you get). You'll have a system that is upgradable to 14 megs of memory, has an internal slot that hardware programmers are already drooling over (I've heard talk of a '386 emulator and a '040 add-on already).

There are a couple of negatives (IMO). One is that the Falcon comes in a 1040STe type of case. I like the separate keyboard that my MegaST has. Another is no one yet can tell me what SLM laser printer owners are supposed to do, the Falcon doesn't have a DMA slot (I'm sure that Atari is working on a 'fix' for this though).

In spite of these two minor negatives, I've already started saving my pennies, I plan buying one of the first Falcons' available to me (I'm sure that Atari hates to hear that <grin>) and I'd highly recommend one to any current ST owner...or potential ST owner!

If you want to hear more about the Falcon and it's release, Sam Tramiel, president of Atari, will be in conference on the Genie ST RT on August 12th (a week before Atari debuts the Falcon at the Atari Messe show in Duesseldorf). If you're a member of Genie, stop on over and hear what he has to say (if you're not a member of Genie...why not? <grin>).

> SILHOUETTE UPDATE! STR InfoFile

MAXWELL CPU MOVES EAST!

=====

MAXWELL C.P.U. MOVES EAST!

=====

Official Press Release

Maxwell C.P.U., the developers of Silhouette, Fractal Fantasy, Expose and Megstenders, have moved east. Having resided in the great state of Colorado for the past four years, we have moved to Maryland for professional reasons - jobs. My wife and I have secured positions at Goddard Space Flight Center. I am preparing the software needed to upload commands and receive data from the magnetometer instrument onboard the

Mars Observer probe that is destined for Mars on a Titan IV booster.

As it has been in the past two years, a full time job does take time away from developing Silhouette, but the big advantage is that Maxwell revenue can be refunneled into the business. Silhouette has reached a threshold of sorts, and it has shown in user enthusiasm and sales. Indeed, the enthusiasm and sales have kept my interest in Silhouette high. Version 1.5 is under construction and thoughts are turning to version 2.0. Participating in Atari computer shows have been a great boost to the continued development of Silhouette.

Atari Corp. will begin shipping a great new version of the ST computer, the Falcon, at Dusseldorf this month and later this year in the U.S. But the ST and TT absolutely needs more and improved software, so please help me in preventing the unlawful piracy of Silhouette or any other programs.

Moving to Maryland is offering some great opportunities for Maxwell. While having resided here only 3 weeks, we have already participated in two Atari shows and are preparing to display at the Connecticut and WAACE shows. Furthermore there is an abundance of Atari dealers in our area not the least of which is Toad Computers. Let me add that the Asheville, North Carolina and Indianapolis shows were outstanding. Kudos go to Sheldon Winick, Dan Ward and the people that supported them.

Our new address is:

Maxwell CPU
1533 Meyer's Station Rd.
Odenton, MD 21113

Phone: (301)261-0637

So the computers are unpacked and up and running. Maryland and vicinity is going to offer some new adventures unlike what we had in Colorado. The humidity has eased up and Silhouette development is back on course.

> FALCON OVERVIEW STR InfoFile supports both VGA & broadcast monitors

FALCON PRELIMINARY OVERVIEW
REVISION No. III

compiled by John Deegan

From the viewpoint of an application writer, the most important thing to understand about the Falcon 030 is that it is an ST compatible TOS machine. This means that software written to take advantage of the operating system features via operating system calls of earlier machines

will work without modification. In fact, a great deal of effort was expended to insure that a comprehensive percentage of software that runs on previous machines will continue to successfully operate. The changes the user will see in the Falcon over previous TOS machines, involves greatly improved video and sound abilities.

The video system has the following characteristics:

- 1) The system supports both VGA and broadcast system monitor types. For this document "broadcast type monitor" means a TV as well as an analog RGB monitor such as the SC1224.
- 2) The number of vertical lines can be either 200 or 400 (approx.) This is done by using interlace on broadcast monitors to get 400 lines and doubling each line on VGA monitors to get about 200.
- 3) The number of horizontal pixels can be approximately either 640 or 320.
- 4) The number of bitplanes can be either one, two, four or eight.
- 5) Characteristics numbered 1-4 can be mixed in any combination.
- 6) The color palette is 262144 in 1, 4 or 8 bit per pixel mode and 4096 in 2 bit per pixel mode.
- 7) Overscan is available in all broadcast video modes.
- 8) A 16 bit per pixel, true color mode exists that will operate in all modes except 640 pixel wide VGA mode.

All of these modes can be accessed via the GEM VDI. In the case of true color mode there is no color palette to allow for changing the color of pixels that have been already drawn. The GEM VDI provides 256 virtual pens to use for drawing. These pens act just like the physical pens in the other modes except that once a pixel is drawn, it cannot be changed using `vs_color()`.

The sound system has the following components:

- 1) 56001 Digital Signal Processor
- 2) DMA sound engine that can playback or record one, two, three or four 16 bit stereo channels at 12.5, 25, or 50 KHz.
- 3) 16 Bit stereo codec allowing both input and output of sound via built-in headphone and microphone jacks.
- 4) An external port (DSP) that allows external I/O for a wide variety of purposes.

Falcon 030 Hardware Reference Guide

The Falcon 030 hardware specification can be summarized as follows:

CPU: 68030, 16 Mhz

FPU: Socket for optional 68881 or 68882 running at 16 Mhz

RAM: Custom module. 1 to 16 Mbytes of RAM.

Blitter: Graphics coprocessor running at 16 Mhz

	Resolution	BPL	Colors	Palette colors
ST Low-res	320 X 200	4	16	4096
ST Med-res	640 X 200	2	8	4096
STHigh-res	640 X 400	1	2	4096
True color	640 X 480	8	256	262144
	320 X 200	15	32768	N/A. 1 bit for overlay
VGA or Video	X:320 or 640 1,4 Y:200 or 400	2,16 8	256	(Overscan selectable)

All modes can also be Genlocked, to provide multi-media capabilities on monitors or televisions. The true color modes also directly supports overlays.

An on board RF modulator allows for direct connection to TVs. Monitor connector allows connection to VGA monitors, ST monochrome, or color monitors (via an adapter plug).

Horizontal scrolling is supported, compatible with STE.

Built in stereo 16-bit analog to Digital convertor.

Built in stereo 16-bit DACs.

Stereo microphone input and stereo headphone output jacks.

Internal speaker.

Sophisticated multiplexer connects DSP, Codec and DMA.

3 channel PSG sound (compatible with ST)

8 channel 16 bit PCM digital record/playback I/O

Stereo 8bit PCM sound (compatible with TT030,STE and MSTE)

Digital Audio/DSP connector

DSP: 56001 32Mhz Digital Signal Processor with 32Kx24 zero wait state SRAM

Modem/RS232 port (9 pin)

MIDI in

SCSI II (50 pin connector) with DMA

LAN Local area network (compatible with TT030 and MegaSTE)

Joysticks:

Two STE compatible enhanced joystick ports supporting four paddles a light gun, and up to 21 buttons each.

FDD:

1.44 Mbyte Floppy Disk Drive

HDD:

Internal (optional) hard disk mechanism on IDE bus.

Keyboard:

94/95 key keyboard (with enhanced controller IC which supports faster keystrokes, up to 300 DPI mouse, and prevents overrun and underrun).

Mouse:

— — — — —

100 DPI mouse supplied as standard.

Real time clock with battery backed, non-volatile RAM.

Optional internal HDD

Internal expansion connector

:HOW TO GET YOUR OWN GENIE ACCOUNT:

To sign up for GENie service:

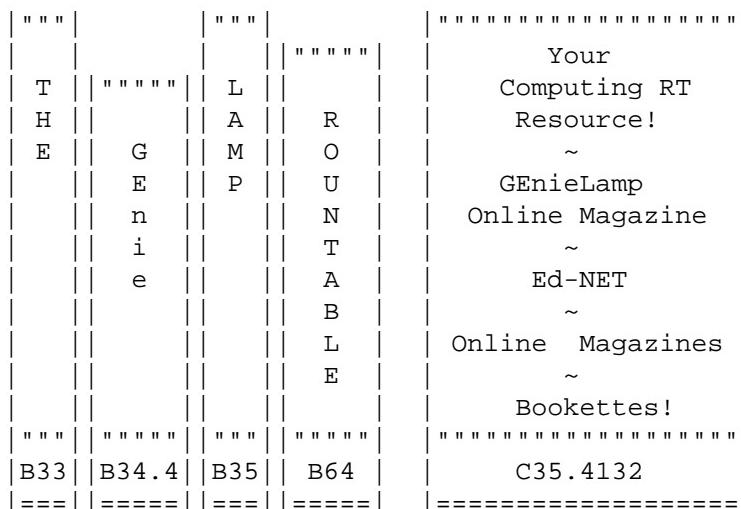
Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587, CPUREPT then, hit RETURN.



Your SysOps: John Peters [GENIELAMP]

& Jim Flanagan [JFLANAGAN]

CHECK IT OUT! --> PAGE 515 - TYPE: M515[RET]

Friends - They're Worth \$10 a Head!

The GENie Buddy Bonus Program makes your friends worth 10 bucks each to you. Tell your friends about GENie and get them to subscribe before August 31, 1992. If you and your buddy are still active subscribers at the end of three months, YOU get a \$10 usage credit on your GENie account!

And there's more! GENie will award prizes for the person who brings in the most buddies!!!

Here's your chance to make your friends REALLY pay off! Type *BUDDY now

and get the complete scoop on GENie's Buddy Bonus Program.

ST Roundtable Realtime Conference Special Events	
August 10th (Monday)	Peter Zalesak of ABC Solutions will be the guest speaker. Peter will discuss Publisher 2 - the first major upgrade for Timeworks Desktop Publisher.
August 12th (Wednesday)	President of Atari, Sam Tramiel, will give us an advance look at the Falcon prior to its debut the following week at the Atari Messe show in Duesseldorf.
All conferences begin at 10:00 p.m. Eastern Time	

NEW FREE FILE - Select "Darlah's Treat of the Month" on page 475, Option #9. This month's file is MONOCHROME ONLY.

This demo version of INVISION Elite contains many new features not included in the first demo. Also included are sample pictures, ordering information, and the INVISION Elite RTC transcript. INVISION Elite. The ultimate black and white imaging package. New from Power Thought Software. For more info and support, see Category 7, Topic 6 ("Invision Elite") in the Bulletin Board. Remember this file is FREE.

Last Month's Top Downloaded Programs/Utilities:

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> ALL 'ROUND GENIE STR Feature LOOKIN' GENIE OVER!

NUMBER 3

Compiled by Lloyd E. Pulley, Sr.
Senior Editor of ST Report

A few posts that I found interesting in my travels around Genie. Most are related to computers and/or the ST, some are not. Today's posts are all from the Jerry Pournelle RT.

Some folks have left me E-Mail asking why I print so much from the Jerry Pournelle RT. The answer is simple, I hang out there a lot. There is a lot of discussion about 1,001 different topics going on over there all of the time. Discussions about politics, nuclear energy, politics, medicine, computers - yes, the ST and TT are talked about there, along with other systems - books, science fiction (usually Jerry's books) and a little bit of everything else (the only two topics not allowed are abortion and religion).

Plus one of the best things about Jerry's area is IT IS FREE!! Yes, it is part of Genie's BASIC Services, so it's included in the monthly basic Genie payment. You can spend 20 hours a week there and it doesn't cost you a penny (unless you d/l files). Come on over and tell them that Lloyd sent you.

From Category 4, Topic 40, Message 66 - D.JONES117 [Mobius]...

For those who travel and have troubles...If you are in a Hotel room that has no RJ11 jack Unlimited Systems 619-277- 3300

They have a gizmo called a Blackjack, it screws into the mouthpiece of the telephone and puts a standard RJ11 into it. \$50.00

And the Konexx plugs into the small jack for the mouthpiece for \$100.00 this one works most of the time.

Reply by C.IRBY1 [cirby]...

For under \$5, you can get two alligator clips and an RJ11 female and clip into an open phone mouthpiece/earpiece...

Some computer jokes from Category 4, Topic 24...

From D.MOELLER2 [DaveM] - From COMPUTERWORLD (with a little editing):

A software salesman died and since the salesman had led a bit of a mixed life, St. Peter decided to leave the decision of what to do with his soul up to the dead man. St. Peter leads the guy to two doors. Behind Door No. 1, it's party time--rock and roll, funny hats, everyone having a ball. Behind Door No. 2, things are pretty quiet--pastoral scene, white robes, hymnal reading. The software salesman says to St. Peter, "Gee, I'm a rock 'n roll kind of guy, I'll opt for Door No. 1." So he goes in, St. Peter backs out, the door slams shut and locks. Dead silence. Suddenly, in a cloud of sulfurous smoke, the

devil appears. The software salesman says, "Hey, what happened to the rock and roll?" Devil says, "Ah, so you liked our demo, eh?"

How many Wordperfect users does it take to change a lightbulb?

101. 1 to do the 'CTRL-ALT-RIGHT SHIFT-L' command and 100 to write books on how to do it.

The Laws Of Computer Programming

1. Any given program, when running, is obsolete.
 2. Any given program costs more and takes longer each time it is run.
 3. If a program is useful, it will have to be changed.
 4. If a program is useless, it will have to be documented.
 5. Any given program will expand to fill all the available memory.
 6. The value of a program is inversely proportional to the weight of its output.
 7. Program complexity grows until it exceeds the capability of the programmer who must maintain it.
-

Pierce's Law

In any computer system, the machine will always misinterpret, misconstrue, misprint, or not evaluate any maths or subroutines or fail to print any output on at least the first run through.

Corollary To Pierce's Law

When a compiler accepts a program without error on the first run, the program will not yield the desired output.

Osborn's Law

Variables won't; constants aren't.

Troutman's postulate

1. Profanity is the one language understood by all programmers.
2. Not until a program has been in production for six months will the most harmful error be discovered.
3. Job control cards that positively cannot be arranged in improper order will be.
4. Interchangeable tapes won't.
5. If the input editor has been designed to reject all bad input, an ingenious idiot will discover a method to get bad data past it.
6. If a test installation functions perfectly, all subsequent systems

will malfunction.

Weinberg's Second Law

If builders built buildings the way programmers wrote programs, then the first woodpecker that came along would destroy civilization.

Sattinger's Law

It works better if you plug it in.

Jenkinson's Law

It won't work.

Horner's Five Thumb Postulate

Experience varies directly with equipment ruined.

Cheop's Law

Nothing ever gets built on schedule or within budget.

Rule Of Accuracy

When working toward the solution of a problem, it always helps if you know the answer.

Westheimer's Rule

To estimate the time it takes to do a task: estimate the time you think it should take, multiply by two and change the unit of measure to the next highest unit. Thus, we allocate two days for a one hour task.

Stockmayer's Theorem

If it looks easy, it's tough.
If it looks tough, it's damn near impossible.

Brooke's Law

Adding manpower to a late software makes it later.

Finagle's Fourth Law

Once a job is fouled up, anything done to improve it will only make it worse.

Featherkile's Rule

Whatever you did, that's what you planned.

Flap's Law

Any inanimate object, regardless of its position, configuration or purpose, may be expected to perform at any time in a totally unexpected manner for reasons that are either entirely obscure or else completely mysterious.

From D.MOELLER2 [DaveM]

How many programmers does it take to change a light bulb?

None--it's a hardware problem!

From J.TENNANT1 [JOTTO]

The canonical form of this joke is:

How many hardware engineers does it take to change a light bulb?

None, it's a software problem!

How many programmers (software engineers, whatever) does it take to change a light bulb?

None, it's a documentation problem!

How many technical writers does it take to change a light bulb?

None, it's a hardware problem!

R.DREWYOR3 [>>Rich<<]...

Left brain people use PCs...
Right brain people don't use computers...
No brain people use Macs.

From W.EARL [Bill Earl]

A hardware engineer, a software salesman, and a programmer were driving a company car through the desert on the way to COMDEX. In the middle of nowhere, they heard the THUMP THUMP THUMP sound of a flat

tire.

They pulled over and the engineer and salesman got out to look over the situation. Sure enough, one of the tires was flat. The software salesman said "Well, the company should have replaced these tires with a new set a long time ago." The hardware engineer said "Nope, they need to trade in the fleet for a better model. This car even has one of those dumb emergency tires instead of a real spare."

The programmer leaned out the window, looked at the tire, and said "Well, it's not making any noise now; let's take it back out on the road and see if it runs okay this time."

From ROBERT.L...

I heard a different punch line that I like better. The programmer says: "Lets keep on driving and hope that nobody notices"

> LEGAL RIGHTS V STR Feature

"TRADE PIRATES"

ADAPSO AND SPA--TRADE PIRATES
=====

by Albert Silverman

From the Mac RT on GENie

This is the fifth article in a series on "piracy"--with a reverse twist. This series currently includes the following articles:

- (1) Great Software Licensing Hoax (LEGAL RIGHTS PIRACY1)
- (2) Software Copyright/License Quiz (LEGAL RIGHTS PIRACY2)
- (3) Great School Copyright Robbery (LEGAL RIGHTS PIRACY3)
- (4) San Diego County--Truth Squad (LEGAL RIGHTS PIRACY4)
- (5) ADAPSO and SPA--Trade Pirates (LEGAL RIGHTS PIRACY5)
- (6) Aldus--Snaring a Pirate Chief! (LEGAL RIGHTS PIRACY6)

ADAPSO

Meet the computer industry's major trade association: ADAPSO, which originally stood for "Association of Data Processing Service Organizations." Its current name is the "Computer Software and Services Industry Association," but who can pronounce CSSIA? Since 1984, ADAPSO has been disseminating a creative and very imaginative little pamphlet entitled "Thou Shall Not Dupe." Claimed as its purpose is the "education" of the computer software user about the nature of the software copyright laws, and the effects of software "piracy."

Apparently, however, it is only the software USER who shalt not dupe, as the software industry, led by its two trade associations, ADAPSO and SPA, continues to dupe software users (about the true nature of the copyright and/or licensing laws) on every possible front. In simple language, ADAPSO is a full-fledged "legal-rights pirate," among other things.

The King of Disinformation

Given below are three quotations from ADAPSO's engaging little pamphlet.

Quote #1

"Reproducing computer software without authorization violates the US copyright law."

The Purpose:

To hide the fact that there are two circumstances in which you ARE permitted to make unauthorized copies of copyrighted computer software.

The Truth:

- (1) The making of backup copies of copyrighted computer software, without the authorization of the copyright owner, IS permitted under Section 117(2) of the copyright law.
- (2) The making of a copy of computer software, without the authorization of the copyright owner, IS permitted for the selected purposes detailed in Section 107 ("fair use") of the copyright law.

Quote #2

"The money paid for a software product represents a license fee for the use of one copy."

The Purpose:

- (1) to attempt to convince you that your use of any commercial computer program is controlled by a license agreement.
- (2) to inform you that your right to make copies of software is controlled by a license agreement

The Truth:

- (1) If you have not entered into a license agreement, you own the title to the software. And if you own the title to the software, the purchase price is NOT (repeat: NOT) a "license fee."
- (2) In either case, your right to make and/or use copies of purchased software is controlled by the federal copyright law and NOT (repeat: NOT) by a license agreement.

Quote #3

"The developer trusts that the customer will make use of only those copies for which he has purchased a license, even though making additional, unauthorized copies."

The Purpose:

- (1) to attempt to convince you that your use of any commercial computer program is controlled by a license agreement.
- (2) to inform you that your right to make copies of software is controlled by a license agreement.
- (3) to inform you that you may not use any more copies simultaneously than the number that you have purchased

The Truth:

- (1) If you have not entered into a license agreement, you own the title to the software. If you own the title to the software, the purchase price is NOT (repeat: NOT) a license fee.
- (2) In either case, your right to make and/or use copies of purchased software is controlled by the federal copyright law and NOT (repeat: NOT) by a license agreement.
- (3) Copyright law may (under a "fair use" exception) permit the use of a single purchased copy simultaneously on two or more computers.

SPA

Meet SPA, which stands for "Software Publishers Association." Like ADAPSO, SPA is no slouch in the disinformation department. As the Prince of Disinformation, it can also tell a boldfaced lie about the law with a straight face.

SPA has published two little imaginative pamphlets, whose purpose is of course to "educate" the legally-ignorant software user about the salient features of the software copyright laws. One of these pamphlets is entitled "Software Use and the Law: A Guide for Individuals, Educational Institutions, User Groups, and Corporations." The other is a little question and answer session (a favorite technique used by those who dispense such disinformation) entitled: "Is it Okay to Copy my Colleague's Software?" Let us now scrutinize the honesty of SPA's program of user-education. Here are some imaginative quotes from its publication: "Software Use and the Law"

The Prince of Disinformation

Quote #1

"Title 17 of the U.S. Code states that 'it is illegal to make or distribute copies of copyrighted material without authorization' (Section 106). The only exception is the user's right to make a backup copy for archival purposes (Section 117)."

The purpose:

- (1) to hide the fact that there are exceptions, OTHER than for archival (backup) purposes, to the copyright owner's exclusive right to make and distribute copies, and
- (2) to convince the user that only a single copy can be made for archival purposes

The Truth:

- (1) The doctrine of "fair use" (Section 107 of the copyright law) grants the right to make and use unauthorized copies for selected purposes, which are unrelated to the making of such copies for archival purposes.
- (2) Section 117 of the copyright law does NOT limit the number of copies which can be made for archival purposes.

Quote #2

"The law.....does not give users the right to copy software unless a backup copy is not provided by the manufacturer."

The Purpose:

- (1) to sell publisher-furnished ("pseudo-backup") copies of copy-protected computer programs as replacements for disks which are damaged during use.
- (2) to discourage the user from attempting to make a backup copy of a copy-protected program

The Truth:

The copyright law permits the user to make copies of ANY publisher-supplied program "for archival purposes." Whether or not such a copy is labeled "archival" or "backup" is irrelevant, and such labeling cannot abridge this basic user right.

Quote #3

"When a publisher provides a backup,.....there is no defensible use for a code breaker on that product."

The purpose:

To convince you that it is unethical to make backup copies of a copy protected program

The Truth:

There is nothing EITHER ILLEGAL OR UNETHICAL in the making of backup copies of a copy-protected computer program. On the contrary, making a backup copy of such a program eliminates the requirement that the user PURCHASE (from the publisher or a distributor) a "backup" copy to replace an ORIGINAL copy which is damaged during use.

Quote #4

"Because Congress did not envision the growth of this sub-industry of code breakers, they are not mentioned in the Copyright Act."

The Purpose:

to convince you that the Congress might have written Section 117 differently, had it foreseen that there would be scoundrels out there who would be so audacious as to profit from helping the software user make backup copies of copy-protected programs.

The Truth:

Congress draws no distinction between unprotected and copy-protected programs since such a distinction is irrelevant in the intent of the archival exception. It grants the user the right to make archival backup copies of ANY computer program, whether or not the publisher approves or disapproves. Period.

Quote #5

"Public Law 101-650, the Software Rental Amendments Act of 1990, now prohibits the lending of original copies of commercial software without the express permission of the copy-right holder."

The Purpose:

to convince the user that it is illegal to LEND your original computer software, under all circumstances

The Truth:

In 1990, Section 109 of the copyright law was amended to prohibit the temporary transfer of computer software to another party for the purpose of direct or indirect commercial advantage. Nothing in this amendment prohibits the LENDING of software (to a friend, for example) when there is no profit motive.

Here are some of the answers from SPA's other imaginative little pamphlet, entitled: "Is it Okay to Copy my Colleague's Software?"

Question:

"So I'm never allowed to copy software for any reason?"

Answer

"No, you are allowed to make one backup copy if one wasn't included in the box. Copyright law prohibits you from making additional copies of the software for any other reason without the permission of the software company."

The Purpose:

- (1) to sell publisher-furnished ("pseudo-backup") copies of copy protected computer programs as replacements for disks which are damaged during use.
- (2) to discourage the user from attempting to make a backup copy of a copy-protected program.
- (3) to convince the user that only a single copy can be made for archival purposes.
- (4) to hide the fact that there are exceptions, OTHER than for archival purposes, to the copyright owner's exclusive right to make and distribute copies.

The Truth:

- (1) The copyright law permits the user to make backup copies of any original (purchased) computer software, without regard to the number of copies supplied by the publisher.

- (2) Section 117 of the copyright law does not limit the number of copies which can be made for archival purposes.
- (3) The doctrine of "fair use" (Section 107 of the copyright law) grants the right to make and use unauthorized copies for specific purposes which are unrelated to the making of such copies for archival purposes.

Question:

"What happens when I receive an upgrade? Can I give my old version to someone else to use?"

Answer:

"The answer to this question is generally 'no.' Upgrading your software doesn't give you the right to sell or give away the earlier version....."

The Purpose:

to prevent you from transferring a publisher-furnished copy, even though you are NOT licensing the use of the software

The Truth:

Section 109(a) of the copyright law provides that one who owns the title to a computer program may transfer it without the permission of the copyright owner. However, one who does not own the title, but is instead using the software under a license agreement with the publisher, may not legally transfer the software IF the terms of the license prohibit such transfer. A licensee who violates this provision of a license, although not guilty of copyright infringement, is guilty of a breach of contract and may be prosecuted in state court.

It is very difficult to figure out what this particular question has to do with "copying your colleague's software," which is supposedly the content of the material in the little pamphlet containing this question. But then, the industry's purpose is to muddle the issues to such an extent that the software user will give up the battle (understanding what the law is all about) out of frustration. Nice try, SPA.

Protecting the "copy-protectors"

The use of "copy-protection" has not yet disappeared from the scene. One of SPA's purposes is to protect the interests of those diehard software publishers who are still using copy-protection. This practice frustrates the intent of Congress, which is to grant the USER the right to make archival backup copies. Once again, SPA sees nothing at all wrong in blatantly LYING about the law in order to achieve his desired end: preventing the software user from making backup copies of a copy-protected program.

Read all about it in "THE COPYRIGHT GAME, ETC.--A Strategic Guide for the Computer Software User," by Albert Silverman. ISBN 0-9527435-1-8. 330 pages in nominal 8-1/2"x11" format, softbound with an attractive cover.

What is the purpose of this book? Replacing the legal Mumbo-Jumbo with

plain English, it provides an all-inclusive, detailed, and impartial explanation of the computer software copyright laws, using past court cases for clarification of obscure language in the written letter of the law. Since there is NO commercially-generated distortion, it is likely that you will find some surprises; i.e., which run contrary to the industry's self-serving "interpretation" of the law. Thoroughly debunked is the industry's attempt to pirate your legal rights by the use of a phoney "licensing strategy." Included is a detailed and entertaining analysis of several leading Software License Agreements. In summary, you are provided with sufficient and accurate information (i.e., the legal FACTS) to permit you to handle your computer software in the manner intended by the U.S. Congress, while safely ignoring those industry perversions of the law which seek to gain for it an unfair advantage--at YOUR expense.

Exposed in great detail is the outrageous software industry piracy of the legal rights of unsophisticated software users (directed by unconcerned educational administrators) within the California public schools. For the first time ever, this well-hidden scheme has been unearthed (with supporting and incriminating documentation from my extensive research into the inner educational sanctum) and is being made public. Although this ongoing effort is particularly well-organized in California, the premier "computer state," it blankets the entire nation, leaving no educational level uncovered.

The disastrous result of this exceptionally cozy relationship between the computer software industry and the California Department of Education is explained. If you are at all concerned about the way in which this illicit educational-commercial "partnership" affects the integrity of computer education in your public schools and drains away your tax money to line the software industry's pockets with unwarranted profits, this book is essential reading.

What will NOT be found in this book? Since its sole purpose is to ensure that you understand precisely what conduct is required for your (simultaneous) compliance with federal copyright law and state licensing law, there are no sermons about your "moral" or "ethical" obligations. That is, it is only your hard and fast LEGAL obligations which are addressed. The industry's "moral suasion" is most often an attempt to get the software user to obey the law; i.e., it is a substitute for the economically-unfeasible prosecution of small-scale violations of the copyright law. On the other hand, there may also be a piratical attempt to make an end-run around the law. That is, when there is NO ground for legal action against the software user, the industry may seek to gain its own way, either by shaming the user with claims of immoral and/or unethical conduct or by the use of a phoney (and usually coercive) "license." This book sorts it all out for you.

The price of \$19.92 (check or money order) includes \$4.50 for handling, shipping by UPS, and sales tax if shipped to a California address. A street address is required for shipping purposes. Off-the-shelf delivery from:

INTELLOGIC PRESS
P.O. Box 3322
La Mesa CA 91944

Any questions? If you want information about the subject matter of this article, or if you want more information about my book, send me a message by GE Mail. My GENie mail address is A.SILVERMAN4. Or you may write to me at the above address, enclosing a stamped, self-addressed envelope if you would like a reply.

> STReport CONFIDENTIAL "Rumors Tidbits Predictions Observations Tips"

Apple has plans to come out in the fall with a new version of the Apple Macintosh LCII. This new unit is codenamed Brazil. The Brazil will include a 68030, a CD ROM drive, color monitor and Apple's QuickTime multimedia architecture prebundled. This Mac is due in October'92 though consumer outlets priced around \$1000.00. Also due out in the fall are at least 2, possibly 3 new PowerBooks w/145meg HD and 4Meg ram. Plus several System 7 upgrades and enhancements.

- New York City, NY DALTON BOOKSTORES TO CARRY ATARI SOFTWARE

B.Dalton bookstores, has began tests at selected outlets that will be carrying computers software, mainly games and educational. Among the systems they plan to carry titles for is Radio Shack, IBM, Apple and Atari. The move is viewed as a response to Walden's "Waldensoft".

- Boston, MA COMPUSENSE EXHIBITED AT MACWORLD

CompuServe exhibited at the MacWorld Expo in Boston, 4-Aug through 7-Aug. CompuServe representatives will demonstrate the latest version of CompuServe Information Manager for Macintosh (Mac CIM Version 2.0) and CompuServe Navigator for Macintosh (Version 3.1), as well as provide information and helpful tips.

- San Francisco

SEYBOLD DEBUTS ON ZEEENET

To celebrate its debut on ZiffNet, Seybold, a newsletter publisher and trade show company, is extending a special offer to members attending its Fall Publishing and Communications Expo. Sign up for Seybold San Francisco between now and 21-Aug. and receive free admission to the Expo.

(a \$30 value). The Expo runs from 23-Sep to 25-Sep and features exhibits from more than 250 vendors, plus Gutenberg's Garage, a special hands-on training center, and the Seybold Art Gallery. Also on ZiffNet, look for articles from Seybold's three newsletters: Digital Media, Seybold Report on Desktop Publishing and Seybold Report on Publishing Systems. To access Seybold within ZiffNet or ZiffNet/Mac, GO SEYBOLD. From CompuServe, GO ZNT:SEYBOLD. To sign up for the Expo, just GO SANFRAN from within the Seybold area, and choose Register for Seybold San Francisco. ZiffNet is a part of CompuServe's extended services.

> STR Mail Call

"...a place for the readers to be heard"

STReport's MailBag

Messages * NOT * EDITED for "content"

From CIS

(A correction & clarification....)

#: 33698 S1/Forum Business
06-Aug-92 13:24:13
Sb: Corrections
Fm: SYSOP*Ron Luks 76703,254
To: All

This message is being posted to make a correction and a clarification to comments posted by me in a message earlier this week.

CORRECTION:

In my message I stated that Atari Canada had been closed. Talking to Atari Corp this morning (Bob Brodie), it was pointed out to me that the Atari Canada operation had not been totally closed, but had been turned into a satellite sales office, with many of the other administrative functions being consolidated into Sunnyvale. If you call Atari Canada, the phones will be answered.

CLARIFICATION:

In my earlier message, while discussing the open market repurchases of company stock and debentures, I had made the statement that this was "probably not illegal as long as it was done right....." My message was intended to be a public explanation about the concept of company repurchases, and the specific comment in question was made with the intent of saying that Atari Corp.'s actions along these lines were NOT illegal. In fact, its a fairly common action taken by many companies when such stock and bond repurchases can be made at strategic times.

I certainly did not mean to imply in any way that the actions taken by Atari Corp. or the Tramiels were illegal (or even improper) in any way. Quite honestly, I was surprised to hear that my message had been misread to give such an impression and I quickly *volunteered* to place this clarification online the moment I heard about the misunderstanding.

I publicly apologize to Atari and the Tramiels for anyone who might have taken such an inference from my message about their actions. I have always enjoyed honorable dealings with Sam and family and it was never my intent to imply otherwise. In fact, such repurchases in the open market tend to give support to the stock price. While I'm sure myself and other shareholders would have preferred a higher support price (\$8/share would be nice. [grin]), I applaud Atari Corp for showing faith enough to make any repurchases.

Ron Luks

From the FNET

(An international opinion)

Conf : STReport Online
Msg# : 20946/20959 Lines: Extended Read: 2
Sent : Jul 09, 1992 at 6:01 PM
Recv : Jul 09, 1992
To : Gerry Mon @Fnet 504
From : Steve Taylor
Subj : Re: Wars

In a message of <07 Jul 92 08:49:00>, Gerry Mon @Fnet 504 (100:2/0)
writes:

- Previously Spider-man wrote:
-
- As the Director of Communications for Atari Corp. don't you think that
- B owes it to Atari and to Atari's users to be unbiased and even-handed
- in treatment of various software developers. It's not as though
- Atari I never understood this "unbiased" argument. I feel that this is
- impossible. We are all human and we all have biases. All businesses
- form partnerships with other businesses.
-
- Finally, this is America. I would like to think that Bob Brodie is
- entitled to having personal preferences in certain third party
- software.

Well sure, Bob Brodie is entitled to his *personal* preferences but when he uses Atari Corp. to bolster his biases it does not leave them a great deal of credibility. Not everybody can get free TTs, laser printers, Falcons etc. but it seems like a bit more than chance is involved.

Finally, this is the UK and it affects us here as well when this sort of bias has a negative effect on the Atari community of which we are all part.

Ridiculous favoritism is no way to run a successful company...

ATB, Steve.

* Origin: Steve Taylor's Point on <<<InterNet--- (100:100/0.11)

From GEnie's ST RT

(say....what?)

Category 18, Topic 25

Message 102 Fri Jul 31, 1992

R.NOAK at 01:14 EDT

Did you read the Forbes article? I've come to a startling conclusion! The author of the article, is really Lloyd Pulley writing under one of his many nom de plumes! Think about it. Have you ever seen Lloyd and Dyan Machan (the alleged author) together at the same time? I thought not. We all know that only ST Report would print such an article which is proof in, and of, itself. Also, Lloyd has been accused of being about 3 or 4 other people and no responsible person would make accusations like that without something to back them up. Come on Lloyd. Prove to us that you and Dyan Machan are not the same person.

Randy @ Southlake, Inc.

(Uh oh, the jig is up!)

Category 18, Topic 25

Message 103 Fri Jul 31, 1992

LEPULLEY [Lloyd Pulley] at 02:50 EDT

Randy,

You caught me out. Yes, I'm Dyan Machan. ST Report has infiltrated Forbes and is planning on using it for our hidden agenda.

Lloyd <grin> Pulley

Category 18, Topic 25

Message 104 Fri Jul 31, 1992

ISD [Nathan] at 10:03 EDT

Now that is really funny Lloyd!

(ah yes.... from the funnybone)

Category 18, Topic 25

Message 105 Fri Jul 31, 1992

R.NOAK at 23:23 EDT

Lloyd,

I thought so.

Hey, now that you mention it, has anyone ever seen Malcolm Forbes Jr. and Ralph together? I didn't think so!

Randy @ Southlake, Inc.

From the FNET

(Interesting Position....)

Conf : Atari Explorer On-Line
Msg# : 55/44 Lines: Extended Read: 1
Sent : Jul 26, 1992 at 5:45 PM
To : Ron Kovacs
From : Robert Guadagno at Fnet Node 133, Hologram Inc. - 133 - O.B., NJ
Subj : Atari, and other Myths

In a message of 25 Jul 92 09:27:00, Ron Kovacs wrote:

I have done much in the past few years, I have fought long and hard FOR Atari. Stood up for a machine whilst I watched friends and co-workers surpass me with their home computers. I have seen quarterly reports from IBM, Compaq, and Apple showing strong sales and large market share (note: sales were weaker than previous years, but good for current conditions). And on the other hand I had Atari, once a proud company, fighting to reach some success, now I see her asleep on the job, whilst others look on her and spit. This hurts me, a lot more than anyone can know. I have a major investment with Atari and not just will a few hundred shares of the company, I have a MEGA ST 4 with a AdSpeed ST 16Mhz board, a color and mono monitor, an extra floppy drive, an Atari MEGAFILE 60, and a supra FD-10 for storage plus the Migraph Hand Scanner, and the Navarone Sheet-Feed scanner, as well as the Atari SLM804 Laser for "professional looking" prints when my Panasonic KX-P1124 needs a rest. TONS of software, NAME IT! I most likely have (or HAD) a PURCHASED COPY!!! (I own TWO (2), YES TWO copies of WordPerfect).

Now I feel cheated, cheated because Atari is doing everything wrong! Releasing product I know she'll never support with any strong backing, and that will not likely BE supported by software companies. So here I have my last say, my ability to let off some collective steam, Why? because Atari has hurt ME for one last time.

RK> The "Year of Atari" was something coined from ST.REPORT.

I never stated the origin of the phrase, but STR was not the ONLY magazine to use it, I recall Z*NET, Current Notes, AIM, as well as ST Informer. Plus I can recall Atari telling us 1990 was going to be THE YEAR OF ATARI.

RK> And if you think about it, there are plenty of other cute quotes that RK> slip out of the mouths of the editors.

Yes, I know. However, my message was NOT about STR.

RK> The problem with it all is just your type of message. Not the content,

RK> but the perception of things.

Ron, please I thought you knew me better than that. What I wrote came from many-a-month after Bobs reply to me after I wrote that he was WRONG about Atari making money FY '91.

On top of the fact that the report I received now tells me I was 2-Million off, Atari did not lose 12-Million First Quarter '92, They lost 14-Million!

RK> If Atari were to constantly release product to the public there
RK> wouldn't be any support for it.

I understand that, IF Atari was a "normal" company but lets take your statement one part at a time. First Atari has yet to release a NEW product, the STe was not "new" it was a correction of an original developers error, lets face it. The TT is new, but it's OLD Technology, and is still limited because Atari has YET to THINK that people would like to EXPAND (not just memory!).

Second. Even if the Falcon does come out, I will repeat IF! does anybody really THINK they will be supported! and if so by WHO!?! Tell me one, only ONE software publisher that will support it and CodeHead, ISD, ICD, Grbnif, SDS, ATARI, SoftLogik, GoldLeaf (as well as the rest of the Professional Systems Group), and ALL MIDI software companies CAN NOT BE INCLUDED!

RK> The STe and TT were released to developers and they have continued to
RK> develop for it.

Give me NAMES!, WHO??? Daffy Duck! what company is "looking" at the Falcon? and don't give me that "I am not allowed" garbage!! I know full-well "Why" Bob Brodie is "unwilling" to provide that information...it's because all the names are the SAME! no one new on the list! tell me I'm wrong!!!! and then PROVIDE PROOF!!! :^)

RK> The NEW machine is close to release to developers who will hopefully
RK> create more product.

YES! I agree, from CodeHead, ISD, ICD, etc. etc. etc. (I wonder if PaineWebber will be opening an office in Germany?).

RK> There aren't too many companies having great years right now because
RK> of the economy.

Again, I agree, but that's the 1991-1992 excuse, what about 1987-1990?

RK> We all have to cut back. Until things change, what else can be done.
RK> You cannot spend money, like TV, Radio etc... with low income.

You have to SPEND money to MAKE money, and Atari has done: C) None of the above.

* Origin: Aces High BBS ~ Matawan, NJ ~ AtariNet 51:4/4 ~ (1:107/662.0)

From the FNET, a few of _47_ messages recently posted by Brodie wish we could see as much Atari participation on the majors....

("Public Relations at its _very_best!")

Conf : Atari Explorer Online
Msg# : 245 Lines: 16 Read: 6
Sent : Jul 20, 1992 at 6:12 AM
To : Mark Kovarski
From : Bob Brodie at Z*Net Golden Gate - California (Node #706)
Subj : Statistics

In reply to:

- Since Atari Corporation and its representatives lack professional
- business matters, I will tell you and the rest whatever I feel
- necessary to be known to you and the rest. If you don't like it, just
- ignore my messages.
-

Mark, I'm getting an awful lot of complaints about the posts you and your brother make. Please stop.

It's not your place to post whatever you feel is necessary. You and your brother are becoming VERY annoying, AGAIN. If you care to discuss Atari Computers with regard to your usage of them, and any problems that you might have in using them, we're glad to help.

Thank you in advance for your cooperation.

(The "analyst" speaks)

Conf : Atari Explorer Online
Msg# : 245 Lines: 20 Read: 6
Sent : Jul 20, 1992 at 6:39 AM
To : SHERVIN SHAHREBANI
From : Bob Brodie at Z*Net Golden Gate - California (Node #706)
Subj : Re: <24500> Open your eyes

In reply to:

- Oh another thing, Mark Kovarski is by NO STRETCH OF THE IMAGINATION an
- Atari basher. He does not have "contempt" for Atari. He, like me,
- wish that Atari were in a much better position right now. He simply
- doesn't want to be mislead. He wants the facts out on the table where
- he can see them. Isn't that what we all want?

You could have fooled me, Shervin. I think he does have contempt for Atari. Frankly, I'm not even sure if he owns an Atari ST/STE/TT right now.

I'm not asking for apologists in this conference. This is a place to discuss, and get help with Atari ST/STE/TT Computers. You are free to ask questions on almost any topic related to our product line. However, I get more complaints about the Kovarski Brothers than anything else, and that includes our failure to advertise!!!

Approach is everything online. They come across as arrogant. Most of the users are reacting negatively to that, which is to be expected.

(Somebody else: "Saying like it is")

Conf : Atari Explorer Online Crossnet

Msg# : 21295 76 Lines: Extended Read: 5
Sent : Jul 21, 1992 at 3:37 PM
To : Bob Brodie
From : Mark Kovarski at The Bre(/)ery _ Ajax_Canada _ (Node #66)
Subj : Atari

Replies: 24801

Mr. Brodie,

I am not certain if you are still trying to answer my questions regarding the three 'bugs' or you are just ignoring them because you don't know the answers. Thank you very much anyway.

I would like you to answer the following question. You have pointed out that at Atari Corporation there are many projects which are worked on under different code-names. This leads me to the so-called "Panther". You have not denied the existence of this particular piece of hardware, but you also have not confirmed it. I am certainly interested in the fact that Mr. Grove's Company (CEO of Intel Corporation) has a PC workstation with the name "Panther", which is based on the new 586i microprocessor, which customers will be able to licence. Titles and slogans can be protected to some extent by federal trademark law and by state laws against unfair competition and misappropriation; a title, for example, will be protected by those laws if it has acquired such a reputation in the public mind that the use of it by someone else would amount to taking a free ride on the first user's/companies popularity. I seriously doubt that Atari Corporation will be running a lawsuit against lawsuit hungry Intel Corporation. However, there is a very high probability that it will be the other way around once this issue will be put on the desk of Intel Corporation.

Also, a benchmarking test completed by Sanford C. Bernstein & CO., Integrated Circuit Engineering Corp. shows that under the CISC category the Intel 486 microprocessor is ranking first with a SPECmarks of 19 while the Motorola 68040 is second at 11 SPECmarks. Needless to say, both processor are exceptionally fast, however the winner is the Intel processor.

I have obtained from Intel Corporation some Data Sheets that discuss their future plans with their new designs. In a recent interview with CEO Andy Grove, he pointed out that Intel will be pushing the new designs hence Intel will release every two year a new microprocessor. The Data sheets confirm it as well. Intel has started the 586 Design in 1989, publicly it was shown in 1992, and volume shipments will start in early 1993. The chip is rated at 100 Mips. The design of the 686 have begun in 1990, 1994 will be shipment day and 1993 will be the public unveiling. Rated at 175 Mips, it will be almost double as fast as the 586. The 786 due in 1996 (volume shipments) will be rated at 250 Mips. It is obvious that PC manufacturers will adopt this chips in their computers. Since Atari Corporation is planning to release the Falcon next month , and 1993 will be the volume shipment year of the Intel chips, what are the plans of Atari Corporation with the Motorola Corporation and their designs? It seems that Motorola has fallen behind in the design of microprocessors but they are promising to come back with the 68060. Are there any plans to switch to the Intel based microprocessor, unless Motorola will be shipping its microprocessors equivalents during the same timespan as Intel does? By the time the Falcon will be on the market for a few months there will be a microprocessor that will be as much as 16 times faster than the current one in the Falcon. Are there any concerns at Atari Corporation at this

point and time?

Internet: kovarski@zooid.guild.org
UUCP: uunet.ca!zooid!kovarski
IBMnet: Mark_Kovarski@40:649/313
Opinions expressed are my own.

(Who saidthat!)

Conf : Atari Explorer
Msg# : 24710 Lines: 10 Read: 4
Sent : Jul 22, 1992 at 4:47 AM
To : Steven Scavone
From : Charles Berlinguette at TEMPLE OF DOOM BBS (Node #595)
Subj : Re: <24570> THE NEW MACHINE

Previously Steven Scavone wrote:

- I beleive the Falcon will be like a Honda..... It will sell tself.

If the Falcon would be like a Honda, the US government would charge Atari with unfair business, like dumping or not having enough American content. The government would STOP anything if special interests are not being served. Just like this message base, this should be an open forum without the need of a PRO-ATARI cop force.

Sorta reminds me of Mcarthyism of the 50's. I'm communist because I run an IBM! Ha ha.

(Oh no! More of the love it or leave noise..)

Conf : Atari Explorer On-Line
Msg# : 17/3 Lines: 15 Read: 3
Sent : Jul 31, 1992 at 7:28 PM
To : Charles Berlinguette
From : Duke Kish at Fnet Node 610, The Songwriter's Den
Subj : FALCON

Charles, get serious. How many conversations do you dive into...where you are the subject and the negative comments are dripping. Oh yeah, I dove into two of those conversations about an hour ago and six of them early this morning. Oh yeah..I REALLY loved getting my butt kicked around. Are you REALLY for real. You lambast the guy and you want him to jump and smiling and say "Charles, Charles, my friend, it's a wonderful day, how goes it with you?" There is only two ways to handle someone like you and one is ignore you. That's the civilized way. I've read your posts and have yet to see anything positive and really constructive in them. Perhaps you'll shock me and the others on this conference who happen to believe in this company and its' representatives. No...I'm not on the payroll, not a personal friend, not anything but a user. Lately, I'm starting to feel "used" by people like you. Grow up, or get off the boat.
Duke.

(Yup! If ya don't like what they're sayin' SILENCE 'EM!)

Conf : Atari Explorer On-Line
Msg# : 328/4 Lines: 15 Read: 4
Sent : Jul 28, 1992 at 9:04 AM
To : Tim Steed
From : Bob Brodie at Fnet Node 319, Atari Base USA
Subj : FALCON

TS> And I do hope that you are honest and include yourself in the
TS> bunch you mention above...
TS>
TS> If you don't like the conference, you are always free to leave.
TS>

Just start using MaxiMiser, Tim. Put him in the TWIT list, and you'll never see messages from him again.

regards,
Bob Brodie

Bob Brodie
* MMST 2.09 #: 97

(Not nice! Bad mouthing those not here to defend themselves.)

Conf : Atari Explorer On-Line
Msg# : 3/2 Lines: 15 Read: 5
Sent : Jul 28, 1992 at 9:10 AM
To : Ed Krimen
From : Bob Brodie at Fnet Node 319, Atari Base USA
Subj : THE KOVARSKIS

Ed,
You're wrong about FoReM not having a kill file like UseNet. FoReM uses an offline reader called MaxiDoor that allows you to set up a TWIT.LST which will kill off all those messages that you don't want to read. It's just a simple ASCII file with the names of those people that you don't want to hear from.

It took a little bit of experimentation, but I've got it down now. On UseNet, our guys have kill files for the Bob Retelle, Richard Coverts, Chris Mauritz, and the like. Here, I have a twit list for Edward Kovarski and a few other people.

Silence really can be golden! <grin>

* MMST 2.09 #: 97

(The fear of who? What?)

Conf : Atari Expl OnLine
Msg# : 9/3 Lines: Extended Read: 4
Sent : Aug 01, 1992 at 7:56 PM
To : Robert Guadagno
From : Richard Guadagno at Fnet Node 133, Hologram Inc. - 133 - O.B., NJ
Subj : Atari

In a message of 31 Jul 92 21:29:42, Robert Guadagno wrote:

RG> Thank you ALL for your time!

Please let this be the last message on the subject. Anytime someone says anything remotely negative about Atari, the Roaches come out of the woodwork and make it very hard to continue to read these conferences.

In fact there are about 3 roaches still insisting on causing trouble, and because of their constant put down of Atari, it made your message look bad because it appeared to most people that you were jumping on the bandwagon.

What is making matters worse is there are more and more people saying the same things, but because of the few who will not let up, nobody is allowed to say anything bad about Atari or they will:

- A. Be placed on a twit list.
- B. Be told to sell the Atari and buy ...pick a computer...
- C. Told they "work" for ST*Reports.

And automatically be considered a "bad seed", "troublemaker"....whatever.

* Origin: Jokers' Wild ~ Matawan, NJ ~ (1:107/662.1)

From the FNET

(More.... about the FALCON)

Conf : Atari On-Line
Msg# : 9/3 Lines: Extended Read: 1
Sent : Aug 01, 1992 at 12:39 PM
To : All
From : Dan Aylward at Fnet Node 596, Super 68+ Kent, WA
Subj : Atari Advantage is Here!

Guess what I found in my mailbox this morning? Yep! The waiting is over.

It looks as if AA will remain in publication. A new firm is taking it over; not Atari Explorer. The Falcon article was excellent! There were pictures... Looks just like a 1040 STe but darker, yellow letters on the keyboard (yuck), and different ports. It'll work with any VGA monitor; no multisync needed! One part said a math coprocessor was included, and another said there is a slot for one... TWO processor direct slots; one for a motorola-based expansion (such as a Mac emulator) and one presumably for an Intel-based expansion, such as a clone emulator. Max number of pixels are 640X400 256 colors out of 32,758, but supposedly the built in overscan will give a 5% larger screen in any resolution... I don't know what that means... scrolling, maybe? This is a disappointment compared to earlier rumors; I hope later versions will sport 24 bit graphics! Most of the other rumors appear to be true. Oh, it says 2 megs of RAM are reserved for the OS (MultiTOS), Which is curious, because it will supposedly be available in a 1-meg version... and the internal IDE drive is optional. They did not mention the price, but from what I've heard before, \$700 would probably be the 1-meg version with no hard drive. Oh, also there's a new keyboard controller that supports faster typists :) and

300 DPI mice. And a 1.44 floppy with an Ajax chip that is rumored to support 2.88 meg floppies. No external ACSI or floppy drive port. Bi-directional parallel port, and the serial port is the 9-pin type (like TT and Mega STe). It also has LAN port and DSP port and SCSI port & stereo in/out port, headphone jack, internal speaker, etc, etc...

Oh, remember the "THE STORM IS COMING" ad in the last AA? Guess what. There's another ad by the same company in this issue. It says "THE STORM IS BREWING!" with no explanation. But this time it's in the advertisers index. The advertiser is.... "The Storm"! Yippee skip.

From CIS

(and More.... FALCON INFO)

#: 68498 S8/Hot Topics
07-Aug-92 08:49:44
Sb: #68435-Forbes Article
Fm: INTERSECT Software 76004,1577
To: SYSOP*Ron Luks 76703,254 (X)

Again, rumors that I have heard suggest that there will be a new mid-line computer, probably named "Sparrow." There will be a 68040 machine sometime in the future.

Just a guess but I expect Atari to continue to sell the STE, as the low end computer (\$300.00), a mid line computer...Sparrow with 68030 and an optional internal HD (\$700) and Falcon with 68040 and extended graphics to support Xwindows (\$1,400).

The names may change but the positioning will remain the same. The current specs for what we are hearing are to be in the Falcon would not support Xwindows and a message here on CIS from a Unix person in Atari suggests that Atari won't release Unix until a 68040 machine is available.

The TT can only support Xwindows in a 19 inch Monochrome monitor.

[Jeff]

From the FNET

(....More * REAL * Casualties...)

Conf : STReport Online
Msg# : 21347/21360 Lines: 12 Read: 1
Sent : Aug 03, 1992 at 1:59 PM
Recv : Aug 04, 1992
To : Ralph Mariano
From : Flemming Nielsen
Subj : Re: Atari Canada Closed?

ATARI closed it's office in Denmark last spring, and has closed it's only remaining office in Scandinavia August 1st.

I am an ATARI dealer, but have no idea as to where I am going to get the computers from now. (Probably Germany) There has been absolutely no warning to the dealers here. I can still get the machines I need, but for

how long? I don't want to help start an avalanche, but ATARI does seem to have a problem.

Flemming (Digisoft) SysOp @ DigiBBS

* Origin: DigiBBS Denmark (The Danish ATARI Connection) (100:105/3)

(From a very well-known and popular Canadian BBS)

Message : 3239 [Open] 7-31-92 9:59pm

From : Gordon Lawson

To : All

Subject : ATARI Canada

Sig(s) : 1 (Text Files) There are 2 replies

Have just learned that ATARI CANADA has closed its doors. In fact, if you go to their building in Scarborough on tues Aug 5, there will not even be a sign on the door. All repairs are now being shifted to private companies around the country. Where does that leave us? Will ATARI U.S. still be around in a year? Any information sure would be appreciated. How could such a great system be run by such fools.....?

[N]ext [J]ump [R]eply [A]gain [Q]uit Next

Message : 3241 [Open] 7-31-92 10:19pm

From : Tom Watts

To : Gordon Lawson (x)

Subject : #3239 ATARI Canada

Sig(s) : 1 (Text Files) There is 1 reply

Closed its doors? Thats odd! Why would Atari U.S. not mention that they were closing the Atari Canada building? Maybe Atari has gone bankrupt and they're selling everything while they can.

-Tom

[P]rev [N]ext [J]ump [R]eply [A]gain [Q]uit Next

Message : 3244 [Open] 8-01-92 4:19pm

From : Richard L Rosado

To : Gordon Lawson

Subject : #3239 ATARI Canada

Sig(s) : 1 (Text Files)

Gordon,

That is very odd. There is no message like "Now located at..." or anything remotely similar? That's rather frightening. I mean, what _else_ is going to be happening to Atari in the near future? While I don't want to start any rumors, if they simply moved that is the worse possible way of handling it.

Richard

(Who said its NOT CLOSED?)

Conf : AEO CROSSNET

Msg# : 6/3 Lines: Extended Read: 1

Sent : Aug 03, 1992 at 21:54 PM

To : All
From : David Pischke at Fnet Node 523, LEFTOVER HIPPIES 523 1:250:744
Subj : ATARI CANADA *CLOSED*

This message was originally posted to the TAF BBS. I am reposting it for everyone here.

Conf : Open Forem
Msg# : 2904 Lines: Extended Read: 2
Sent : Aug 3, 1992 at 12:28 PM
To : ALL
From : ANDY NEDZA
Subj : ATARI CANADA UPDATE (REPOSTED)

On Friday July 31st, 1992, Atari Canada has closed its doors. This comes in a move of several layoffs beginning through mid July, and was part of planned cutbacks since early this year. The closure, however, does not reflect the folding up of Atari as much as it marks the beginning of the new marketing strategy for the Falcon line. Atari Canada distributed and supported Atari hardware since 1985. Prior to this, Atari in the pre-Tramiel days contracted its hardware distribution to the Irwin (electronics) Toy company in Toronto. It is suspected that Atari will be going back to doing the same thing (but not the same contractor).

On Friday, dealers calling Atari Canada were told that a new service centre and sales representative will be appointed shortly. Atari Canada has itself been using the GE service centre in Toronto for the past three weeks. It is suspected there will be a sales rep appointed to each province which will take orders to be filled from a central warehouse. If this warehouse is in the US, prices for hardware are expected to fall due to lower shipping costs in the states.

Atari Canada was never able to make enough sales to meet its salary expenses, even though staff was already minimally paid and cut back to the bare essentials. It is not expected that prices will rise through contracted redistribution. Atari has been criticized in the past for its poor in-house distribution network in America. Using existing third party networks may be the fastest way to bring a network that is almost to none-existent back to working order.

Atari Canada's Sunnyvale North was also closed. This unique BBS had an active node on the datapac network providing a means to connect the country together for free. Any user in Canada could call up their local datapac number and talk to users across the country. This service will be sorely missed.

It is not known what happened to the remaining staff at Atari Canada, but it is suspected they lost their jobs (rather than being re-assigned or re-located). More will be brought as soon as it is known.

* MMST 2.09 #: 12

(Phone # is the same, but the address ain't?)

Conf : Atari Explorer
Msg# : 54/83 Lines: Extended Read: 3
Sent : Aug 04, 1992 at 12:22 PM
To : All

From : DAVID PISCHKE at Fnet Node 523, LEFTOVER HIPPIES 523 1:250:744
Subj : Atari Canada -- Update

This is an update on the Atari Canada situation.

It started with a call from an Atari Canada employee to a local dealer last Monday. The employee said that it looked like Atari Canada was closing up, because they were moving stuff out and getting rid of staff quickly. A high-level Atari Canada employee also told the dealer the week before that he might be leaving Atari Canada. When the dealer called Atari Canada back, the dealer learned from the staff there that the high-level employee was no longer with Atari. However, he resurfaced on the Wednesday before the closing (it closed Friday July 31) without any explanation what he was doing. Technically, he wasn't with Atari Canada anymore, or at least that's what was told to the dealer's staff when they actually went to Atari Canada to pick up stock.

On Friday, dealers officially learned that Atari Canada was closed through a tape recorded message on the service phone number. The message said that a sales representative would get in touch with them and that an alternative service centre would be appointed. It sounded like Atari would now maintain a sales rep in separate regions, but now it's starting to look like Geoff Earle will remain with Atari, but as the service rep for all of Canada. It is also believed that Atari will set up a warehouse in the Eastern US to distribute stock for eastern North America. The role of the service rep will be to drum up orders and new customers who would then receive stock shipped directly from this warehouse. It's believed this will be the direction because shipping through US companies is cheaper, and some are even offering free one way shipping to Canada. This doesn't mean, though, that contracted distribution will not be considered, as was done before.

There is suspicion that Atari may have already obtained a distribution contract. This is not an unusual situation, and may in fact be quite beneficial. ICD currently markets its products this way, as do many other companies. Its also thought this move is the first step in FALCON marketing.

~~~~~

I cannot take credit for the contents, I was given the information by a local user who had sources within Atari Canada.

\*\*\*\*\*

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